

<b>Notice of Allowability</b>	<b>Application No.</b>	<b>Applicant(s)</b>	
	10/046,101	RANIERE, KEITH A.	
	<b>Examiner</b>	<b>Art Unit</b>	

FRANK M. LEIVA  
3714

-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address--

All claims being allowable, PROSECUTION ON THE MERITS IS (OR REMAINS) CLOSED in this application. If not included herewith (or previously mailed), a Notice of Allowance (PTOL-85) or other appropriate communication will be mailed in due course. **THIS NOTICE OF ALLOWABILITY IS NOT A GRANT OF PATENT RIGHTS.** This application is subject to withdrawal from issue at the initiative of the Office or upon petition by the applicant. See 37 CFR 1.313 and MPEP 1308.

1.  This communication is responsive to Amendment filed 02 June 2010.
2.  The allowed claim(s) is/are 1-33,36-73,76-80,93-116,119-147 and 150-164.
3.  Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
  - a)  All
  - b)  Some\*
  - c)  None
 of the:
  1.  Certified copies of the priority documents have been received.
  2.  Certified copies of the priority documents have been received in Application No. \_\_\_\_\_.
  3.  Copies of the certified copies of the priority documents have been received in this national stage application from the International Bureau (PCT Rule 17.2(a)).

\* Certified copies not received: \_\_\_\_\_.

Applicant has THREE MONTHS FROM THE "MAILING DATE" of this communication to file a reply complying with the requirements noted below. Failure to timely comply will result in ABANDONMENT of this application.

**THIS THREE-MONTH PERIOD IS NOT EXTENDABLE.**

4.  A SUBSTITUTE OATH OR DECLARATION must be submitted. Note the attached EXAMINER'S AMENDMENT or NOTICE OF INFORMAL PATENT APPLICATION (PTO-152) which gives reason(s) why the oath or declaration is deficient.
5.  CORRECTED DRAWINGS ( as "replacement sheets") must be submitted.
  - (a)  including changes required by the Notice of Draftsperson's Patent Drawing Review ( PTO-948) attached
    - 1)  hereto or 2)  to Paper No./Mail Date \_\_\_\_\_.
  - (b)  including changes required by the attached Examiner's Amendment / Comment or in the Office action of Paper No./Mail Date \_\_\_\_\_.

Identifying indicia such as the application number (see 37 CFR 1.84(c)) should be written on the drawings in the front (not the back) of each sheet. Replacement sheet(s) should be labeled as such in the header according to 37 CFR 1.121(d).
6.  DEPOSIT OF and/or INFORMATION about the deposit of BIOLOGICAL MATERIAL must be submitted. Note the attached Examiner's comment regarding REQUIREMENT FOR THE DEPOSIT OF BIOLOGICAL MATERIAL.

**Attachment(s)**

1.  Notice of References Cited (PTO-892)
2.  Notice of Draftsperson's Patent Drawing Review (PTO-948)
3.  Information Disclosure Statements (PTO/SB/08),  
Paper No./Mail Date \_\_\_\_\_
4.  Examiner's Comment Regarding Requirement for Deposit  
of Biological Material
5.  Notice of Informal Patent Application
6.  Interview Summary (PTO-413),  
Paper No./Mail Date attached.
7.  Examiner's Amendment/Comment
8.  Examiner's Statement of Reasons for Allowance
9.  Other \_\_\_\_\_.

/Peter DungBa Vo/  
Supervisory Patent Examiner, Art Unit 3714

## **EXAMINER'S AMENDMENT**

1. An examiner's amendment to the record appears below. Should the changes and/or additions be unacceptable to applicant, an amendment may be filed as provided by 37 CFR 1.312. To ensure consideration of such an amendment, it MUST be submitted no later than the payment of the issue fee.

Authorization for this examiner's amendment was given in a telephone interview with Arlen Olsen on 24 September 2010.

2. The examiner has amended claims 2, 4-18, 25, 28, 42, 44-58, 65, 70, 93-102, 108, 111, 113, 124-133, 139 and 142 as per phone interview.

3. The applications claims will read as follows;

1. (Previously presented) An entrance-exchange structure, comprising:
  - a house, wherein the house comprises a computer casino;
  - at least one player's initial betting capital; and
  - scrip redeemable at a vendor;
  - a game of uncertain outcome adapted to be played by at least one player, wherein the computer casino is adapted to pay a player of the at least one player a takehome in a currency for a win of the game of uncertain outcome by the player based on betting by the player of the at least one player's initial betting capital, wherein the currency is cash plus scrip, wherein the scrip is a virtual currency that is redeemable at the vendor, further wherein the takehome is the actual amount of the currency received from the game of uncertain outcome owed to the player from entering the game of uncertain outcome, wherein the computer casino only pays the player the scrip each time the player wins the game of uncertain outcome, and wherein the total market value of the take home currency provided to the players by the computer casino is greater than or equal to the total market value of currency bet by the players of the entrance-exchange structure, and wherein the at least one player interacts with the computer casino over a data communication medium directly connected to the computer casino.

Art Unit: 3714

2. (Currently amended) The entrance-exchange structure of claim 1,  
wherein at least one vendor exists such that the at least one vendor is selected  
from the group consisting of a house vendor, [[N]] an outside vendors such that N is at  
least 1, and the house vendor plus the [[N]] outside vendor[[s]];

wherein if the at least one vendor includes the house vendor, then a player may  
exchange a portion of the scrip at a first scrip-to-items exchange rate  $[[E^{S \rightarrow I}_0]]$  for at  
least one item provided by the house vendor; and

wherein if the at least one vendor includes the [[N]] outside vendor[[s]], then  
the player may exchange the scrip with the outside vendor [[V<sub>i</sub>]] at a second scrip-to-  
items exchange rate  $[[E^{S \rightarrow I}_i]]$  for at least one item provided by the outside vendor  $V_i$ ,  
such that i is selected from the group consisting of 1, 2, ..., and N, and

the outside vendor [[V<sub>i</sub>]] may exchange the scrip with the house for cash at a  
[[the]] scrip-to-cash exchange rate  $E^{S \rightarrow C}$ ,  
such that i is selected from the group  
consisting of 1, 2, ..., and N.

3. (Original) The entrance-exchange structure of claim 2, wherein the at least one  
vendor consists of the house vendor.

4. (Currently amended) The entrance-exchange structure of claim 2, wherein the at  
least one vendor consists of the [[N]] outside vendor[[s]].

5. (Currently amended) The entrance-exchange structure of claim 2, wherein the at  
least one vendor consists of the house vendor plus the [[N]] outside vendor[[s]].

6. (Currently amended) The entrance-exchange structure of claim 2, further comprising  
wherein if the at least one vendor includes the N outside vendors, then two or more  
outside vendors of the N outside vendors that do not provide a same or essentially  
similar item or items in exchange for the scrip.

7. (Currently amended) The entrance-exchange structure of claim 2, further comprising

Art Unit: 3714

~~two or more outside vendors wherein the scrip-to-items exchange rate if the at least one vendor includes the N outside vendors, then N is at least 2 and  $E^{S \rightarrow I}_i$  is independent of i such that  $E^{S \rightarrow I}_i$  is constant[[,]] for the two or more outside vendors i = 1, 2, ..., and N.~~

8. (Currently amended) The entrance-exchange structure of claim 2, further comprising ~~two or more outside vendors wherein the scrip-to-cash exchange rate if the at least one vendor includes the N outside vendors, then N is at least 2 and  $E^{S \rightarrow C}_i$  is independent of i such that  $E^{S \rightarrow C}_i$  is constant, for i = 1, 2, ..., and N for the two or more outside vendors.~~

9. (Currently amended) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the [[N]] outside vendor[[s]] then  $\Phi_{P,i} > 0$ , and wherein  $\Phi_{P,i}$  is a percent profit for the player in relation to the outside vendor is greater than zero  $V_i$ , for  $i = 1, 2, \dots, \text{and } N$ .

10. (Currently amended) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the [[N]] outside vendor[[s]] then  $\Phi_{H,i} > 0$ , and wherein  $\Phi_{H,i}$  is a percent profit for the house in relation to the outside vendor is greater than zero  $V_i$ , for  $i = 1, 2, \dots, \text{and } N$ .

11. (Currently amended) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the [[N]] outside vendors then  $\Phi_{V,i} > 0$ , and wherein  $\Phi_{V,i}$  is a percent profit for the outside vendor is greater than zero  $V_i$ , for  $i = 1, 2, \dots, \text{and } N$ .

12. (Currently amended) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes a plurality of [[the N]] outside vendors, then the game of uncertain outcome is a positive sum game in relation to a subset of the [[N]] plurality of outside vendors.

13. (Currently amended) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes a plurality of [[the N]] outside vendors, then the game of

Art Unit: 3714

uncertain outcome is a positive participant game in relation to a subset of the [[N]] plurality of outside vendors.

14. (Currently amended) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the [[N]] outside vendor[[s]] then two and only two of the following profits [[ $\Phi_{P,i}$ ,  $\Phi_{V,i}$ , and  $\Phi_{H,i}$ ]] are positive;[[, wherein  $\Phi_{P,i}$  is]]

a percent profit for the player in relation to the outside vendor; [[ $V_i$ , wherein  $\Phi_{V,i}$  is]]]]

a percent profit for the outside vendor [[ $V_i$ ]]; and [[wherein  $\Phi_{H,i}$  is ]]

a percent profit for the house in relation to the outside vendor [[ $V_i$ , for  $i = 1, 2, \dots$ , and N]].

15. (Currently amended) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the house vendor then  $\Phi_{P,0} > 0$ , and wherein  $\Phi_{P,0}$  is a percent profit for the player in relation to the house vendor is greater than zero.

16. (Currently amended) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the house vendor then  $\Phi_{H,0} > 0$ , and wherein  $\Phi_{H,0}$  is a percent profit for the house when functioning as the house vendor is greater than zero.

17. (Currently amended) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the house vendor then both  $\Phi_{P,0} > 0$  and  $\Phi_{H,0} > 0$ , wherein  $\Phi_{P,0}$  is a percent profit for the player in relation to the house vendor, and [[wherein  $\Phi_{H,0}$  is]] a percent profit for the house when functioning as the house vendor are greater than zero.

18. (Currently amended) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the house vendor, then the game of uncertain outcome is a positive sum game in relation to the house vendor such that [[ $\Phi_{H,0} > 0$ , wherein  $\Phi_{H,0}$  is]] a percent profit for the house when functioning as the house vendor is greater than zero.

19. (Original) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the house vendor, then the game of uncertain outcome is a positive participant game in relation to the house vendor.
20. (Original) The entrance-exchange structure of claim 2, wherein the game of uncertain outcome is a positive sum game in relation to each vendor of the at least one vendor.
21. (Original) The entrance-exchange structure of claim 2, wherein the game of uncertain outcome is a positive sum game in relation to a first vendor of the at least one vendor.
22. (Previously Presented) The entrance-exchange structure of claim 2, wherein the house is adapted to guarantee that in the takehome the player cannot lose more than P percent of the player's initial betting capital, wherein P is in a range of  $0 \leq P < 100$  by allowing conversion of scrip to cash equivalent to P percent of the player's initial betting capital, wherein the takehome is the actual amount of the currency received from the game of uncertain outcome owed to the player from entering the game of uncertain outcome.
23. (Original) The entrance-exchange structure of claim 22, wherein P does not exceed 50.
24. (Previously Presented) The entrance-exchange structure of claim 2, wherein the house is adapted to guarantee that the takehome of the player's initial betting capital must increase by at least Q percent, and wherein  $Q > 0$ , wherein the value of scrip is adjustable by the house to provide the increase by at least Q percent.

Art Unit: 3714

25. (Currently amended) The entrance-exchange structure of claim 24, wherein if the at least one vendor includes the house vendor then the house implements guaranteeing the Q percent by adjustment of a scrip-to-items exchange ratio  $[[E^{S \rightarrow 1}_0]]$ .

26. (Original) The entrance-exchange structure of claim 2, wherein the house is adapted to guarantee that the game of uncertain outcome is a positive sum game.

27. (Original) The entrance-exchange structure of claim 2, wherein the house is adapted to guarantee that the game of uncertain outcome is a positive participant game.

28. (Currently amended) The entrance-exchange structure of claim 2, wherein if the at least one vendor includes the  $[[N]]$  outside vendor $[[s]]$  then the house is adapted to guarantee that two and only two of the following profits  $[[\Phi_{P,i}, \Phi_{V,i}, \text{ and } \Phi_{H,i}]]$  are positive: $[[$ , wherein  $\Phi_{P,i}$  is  $]]$  a percent profit for the player in relation to the outside vendor;  $[[V_i, \text{ wherein } \Phi_{V,i} \text{ is}]]$  a percent profit for the outside vendor; and  $[[V_i, \text{ and wherein } \Phi_{H,i} \text{ is}]]$  a percent profit for the house in relation to the outside vendor  $[[V_i, \text{ for } i = 1, 2, \dots, \text{ and } N]]$ .

29. (Original) The entrance-exchange structure of claim 1, wherein the game of uncertain outcome is adapted for sequential betting by the player when the game of uncertain outcome is played by the player, wherein the takehome to the player from the house is adapted to provide the player with an expected takehome of C dollars of cash and S units of scrip for each dollar bet such that  $0 \leq C < 1$  and  $S > 0$ .

30. (Original) The entrance-exchange structure of claim 29, wherein S/C is constant.

31. (Original) The entrance-exchange structure of claim 1, wherein the betting by the player comprises betting by cash, cash equivalent, bettable scrip, or a combination of thereof.

32. (Original) The entrance-exchange structure of claim 1, wherein the betting by the player comprises betting by bettable scrip.

33. (Original) The entrance-exchange structure of claim 32, wherein the bettable scrip is conditionally bettable.

34. (Canceled)

35. (Canceled)

36. (Previously presented) The entrance-exchange structure of claim 1 35, wherein the data communication medium is a communication medium selected from the group consisting of an Internet, an Intranet, a cable television network, a telephone network, a wide area network, a satellite network, and a short wave radio network.

37. (Original) The entrance-exchange structure of claim 1, wherein the game of uncertain outcome comprises a casino game.

38. (Original) The entrance-exchange structure of claim 1, wherein the game of uncertain outcome includes an event selected from the group consisting of a lottery and a sporting event.

39. (Original) The entrance-exchange structure of claim 1, wherein the game of uncertain outcome comprises a game of chance.

40. (Original) The entrance-exchange structure of claim 1, wherein the game of uncertain outcome comprises a game of skill.

Art Unit: 3714

41. (Previously presented) A computer-implemented method of executing an entrance-exchange structure, comprising:

providing at least one player's initial betting capital;

providing a scrip redeemable at a vendor;

participating in a game of uncertain outcome by at least one player and a house, wherein the house is a computer casino;

interacting, by the at least one player, with the computer casino over a data communication medium directly connected to the computer casino;

wherein the game of uncertain outcome is being played by the player and managed by the computer casino, wherein the computer casino is adapted to pay the player a takehome in a currency for a win of the game of uncertain outcome by the player based on betting by the player of the at least one player's initial betting capital, wherein the takehome is the actual amount of the currency received from the game of uncertain outcome owed to the player from entering the game of uncertain outcome, and wherein the actual amount of currency comprises cash plus scrip, wherein the scrip is a virtual currency that is redeemable at the vendor, wherein the computer casino only pays the player the scrip each time the player wins the game of uncertain outcome, and wherein the total market value of the take home currency provided to the players by the computer casino is greater than or equal to the total market value of currency bet by the players of the entrance-exchange structure; and

dealing with the scrip by the first party, wherein if the first party is the player then the dealing by the player comprises receiving from the computer casino the takehome for the win, and wherein if the first party is the computer casino then the dealing by the computer casino comprises giving to the player the takehome for the win.

42. (Currently amended) The method of claim 41,

wherein at least one vendor exists such that the at least one vendor is selected from the group consisting of a house vendor, ~~[[N]] an outside vendors such that N is at least 1, and the house vendor plus the [[N]] outside vendor[[s]];~~

wherein if the at least one vendor includes the house vendor, then a player may

Art Unit: 3714

exchange a portion of the scrip at a first scrip-to-items exchange rate  $[[E^{S \rightarrow I}_0]]$  for at least one item provided by the house vendor; and

wherein if the at least one vendor includes the  $[[N]]$  outside vendor $[[s]]$ , then the player may exchange the scrip with the outside vendor  $[[V_i]]$  at a second scrip-to-items exchange rate  $[[E^{S \rightarrow I}_i]]$  for at least one item provided by the outside vendor  $V_i$  such that  $i$  is selected from the group consisting of 1, 2, ..., and  $N$ , and

the outside vendor  $[[V_i]]$  may exchange the scrip with the house for cash at a  $[[\text{the}]]$  scrip-to-cash exchange rate  $E^{S \rightarrow C}$ ; such that  $i$  is selected from the group consisting of 1, 2, ..., and  $N$ .

43. (Original) The method of claim 42, wherein the at least one vendor consists of the house vendor.

44. (Currently amended) The method of claim 42, wherein the at least one vendor consists of the  $[[N]]$  outside vendor $[[s]]$ .

45. (Currently amended) The method of claim 42, wherein the at least one vendor consists of the house vendor plus the  $[[N]]$  outside vendor $[[s]]$ .

46. (Currently amended) The method of claim 42, further comprising a plurality of outside vendors, and wherein if the at least one vendor includes the  $N$  outside vendors, then two or more of the outside vendors of the  $N$  outside vendors do not provide a same or essentially similar item or items in exchange for the scrip.

47. (Currently amended) The method of claim 42, further comprising two or more outside vendors wherein the scrip-to-items exchange rate if the at least one vendor includes the  $N$  outside vendors, then  $N$  is at least 2 and  $E^{S \rightarrow I}_i$  is independent of  $i$  such that  $E^{S \rightarrow I}_i$  is constant $[[,]]$  for the two or more outside vendors  $[[i = 1, 2, \dots, \text{and } N]]$ .

48. (Currently amended) The method of claim 42, further comprising two or more

outside vendors wherein the scrip-to-cash exchange rate if the at least one vendor includes the N outside vendors, then N is at least 2 and  $E^{S \rightarrow C}_i$  is independent of i such that  $E^{S \rightarrow C}_i$  is constant, [[for i = 1, 2, ..., and N]] for the two or more outside vendors.

49. (Currently amended) The method of claim 42, wherein if the at least one vendor includes the [[N]] outside vendor[[s]] then [[ $\Phi_{P,i} > 0$ , and wherein  $\Phi_{P,i}$  is]] a percent profit for the player in relation to the outside vendor is greater than zero [[ $V_i$ , for i = 1, 2, ..., and N]].

50. (Currently amended) The method of claim 42, wherein if the at least one vendor includes the [[N]] outside vendor[[s]] then [[ $\Phi_{H,i} > 0$ , and wherein  $\Phi_{H,i}$  is]] a percent profit for the house in relation to the outside vendor is greater than zero [[ $V_i$ , for i = 1, 2, ..., and N]].

51. (Currently amended) The method of claim 42, wherein if the at least one vendor includes the [[N]] outside vendors then [[ $\Phi_{V,i} > 0$ , and wherein  $\Phi_{V,i}$  is]] a percent profit for the outside vendor is greater than zero [[ $V_i$ , for i = 1, 2, ..., and N]].

52. (Currently amended) The method of claim 42, wherein if the at least one vendor includes a plurality of [[the N]] outside vendors, then the game of uncertain outcome is a positive sum game in relation to a subset of the [[N]] plurality of outside vendors.

53. (Currently amended) The method of claim 42, wherein if the at least one vendor includes a plurality of [[the N]] outside vendors, then the game of uncertain outcome is a positive participant game in relation to a subset of the [[N]] plurality of outside vendors.

54. (Currently amended) The method of claim 42, wherein if the at least one vendor includes the [[N]] outside vendor[[s]] then two and only two of the following profits [[ $\Phi_{P,i}$ ,  $\Phi_{V,i}$ , and  $\Phi_{H,i}$ ]] are positive: [[, wherein  $\Phi_{P,i}$  is]]

a percent profit for the player in relation to the outside vendor: [[ $V_i$ ,]] wherein  $\Phi_{V,i}$

is

a percent profit for the outside vendor  $[\{V_i\}]$ ; and [[wherein  $\Phi_{H,i}$  is ]]

a percent profit for the house in relation to the outside vendor  $[\{V_i\}, \text{ for } i = 1, 2, \dots, \text{and } N]$ .

55. (Currently amended) The method of claim 42, wherein if the at least one vendor includes the house vendor then  $[\{\Phi_{P,0} > 0, \text{ and wherein } \Phi_{P,0} \text{ is}\}]$  a percent profit for the player in relation to the house vendor is greater than zero.

56. (Currently amended) The method of claim 42, wherein if the at least one vendor includes the house vendor then  $[\{\Phi_{H,0} > 0, \text{ and wherein } \Phi_{H,0} \text{ is}\}]$  is a percent profit for the house when functioning as the house vendor is greater than zero.

57. (Currently amended) The method of claim 42, wherein if the at least one vendor includes the house vendor then both  $\Phi_{P,0} > 0$  and  $\Phi_{H,0} > 0$ , wherein  $\Phi_{P,0}$  is a percent profit for the player in relation to the house vendor, and  $[\{\text{wherein } \Phi_{H,0} \text{ is}\}]$  a percent profit for the house when functioning as the house vendor are greater than zero.

58. (Currently amended) The method of claim 42, wherein if the at least one vendor includes the house vendor, then the game of uncertain outcome is a positive sum game in relation to the house vendor such that  $[\{\Phi_{H,0} > 0, \text{ wherein } \Phi_{H,0} \text{ is}\}]$  a percent profit for the house when functioning as the house vendor is greater than zero.

59. (Original) The method of claim 42, wherein if the at least one vendor includes the house vendor, then the game of uncertain outcome is a positive participant game in relation to the house vendor.

60. (Original) The method of claim 42, wherein the game of uncertain outcome is a positive sum game in relation to each vendor of the at least one vendor.

61. (Original) The method of claim 42, wherein the game of uncertain outcome is a positive sum game in relation to a first vendor of the at least one vendor.

62. (Previously Presented) The method of claim 42, wherein the house is adapted to guarantee that the takehome of the player is adjusted so the player cannot lose more than P percent of the player's initial betting capital, wherein P is in a range of  $0 \leq P < 100$  by allowing conversion of scrip to cash equivalent to P percent of the player's initial betting capital wherein the takehome is the actual amount of the currency received from the game of uncertain outcome owed to the player from entering the game of uncertain outcome.

63. (Original) The method of claim 62, wherein P does not exceed 50.

64. (Previously Presented) The method of claim 42, wherein the house is adapted to guarantee that the takehome from the player's initial betting capital must increase by at least Q percent, and wherein  $Q > 0$ , wherein the value of scrip is adjustable by the house to provide the increase by at least Q percent.

65. (Currently amended) The method of claim 64, wherein if the at least one vendor includes the house vendor then the house implements guaranteeing the Q percent by adjustment of a scrip-to-items exchange ratio  $[[E^{S \rightarrow I}_0]]$ .

66. (Original) The method of claim 42, wherein the house is adapted to guarantee that the game of uncertain outcome is a positive sum game.

67. (Original) The method of claim 42, wherein the house is adapted to guarantee that the game of uncertain outcome is a positive participant game.

68. (Currently amended) The method of claim 42, wherein if the at least one vendor includes the [[N]] outside vendor[[s]] then the house is adapted to guarantee that two and only two of the following profits  $[[\Phi_{P,i}, \Phi_{V,i}, \text{ and } \Phi_{H,i}]]$  are positive: [[, wherein  $\Phi_{P,i}$  is ]]

a percent profit for the player in relation to the outside vendor; [[ $V_i$ , wherein  $\Phi_{V,i}$  is]] a percent profit for the outside vendor; and [[ $V_i$ , and wherein  $\Phi_{H,i}$  is]] a percent profit for the house in relation to the outside vendor [[ $V_i$ , for  $i = 1, 2, \dots, \text{and } N$ ]].

69. (Original)The method of claim 41, wherein the game of uncertain outcome is adapted for sequential betting by the player when the game of uncertain outcome is played by the player, wherein the takehome to the player from the house is adapted to provide the player with an expected takehome of C dollars of cash and S units of scrip for each dollar bet such that  $0 \leq C < 1$  and  $S > 0$ .

70. (Currently amended) The method of claim 69, wherein S divided by C is constant.

71. (Original) The method of claim 41, wherein the betting by the player comprises betting by cash, cash equivalent, bettable scrip, or a combination of thereof.

72. (Original) The method of claim 41, wherein the betting by the player comprises betting by bettable scrip.

73. (Original) The method of claim 72, wherein the bettable scrip is conditionally bettable.

74. (Canceled)

75. (Canceled)

76. (Previously presented) The method of claim 41, wherein the data communication medium is a communication medium selected from the group consisting of an Internet, an Intranet, a cable television network, a telephone network, a wide area network, a satellite network, and a short wave radio network.

Art Unit: 3714

77. (Original) The method of claim 41, wherein the game of uncertain outcome comprises a casino game.

78. (Original) The method of claim 41, wherein the game of uncertain outcome includes an event selected from the group consisting of a lottery and a sporting event.

79. (Original) The method of claim 41, wherein the game of uncertain outcome comprises a game of chance.

80. (Original) The method of claim 41, wherein the game of uncertain outcome comprises a game of skill.

81 – 92. (Canceled)

93. (Currently Amended) An entrance-exchange structure, comprising:

at least one player's initial betting capital;

scrip redeemable at a vendor;

a house, wherein the house comprises a computer casino; and

a scrip-to-items exchange rate  $[E^{S \rightarrow I}]$  and a scrip-to-cash exchange rate  $E^{S \rightarrow C}$ ;

~~such that i is selected from the group consisting of 1, 2, ..., and N:~~

~~wherein N is at least 1;~~

wherein the at least one player interacts with the computer casino over a data communication medium directly connected to the computer casino;

wherein a game of uncertain outcome is adapted to be played by a player by betting at least one player's initial betting capital, and wherein the game of uncertain outcome is managed by the computer casino;

wherein the computer casino is adapted to pay the player a takehome in a currency for a win of the game of uncertain outcome by the player based on betting by the player, wherein the takehome is the actual amount of the currency received from the game of uncertain outcome owed to the player from entering the game of uncertain;

wherein the currency comprises cash plus scrip, wherein the scrip is a virtual currency that is redeemable at the vendor;

wherein the computer casino only pays the player the scrip each time the player wins the game of uncertain outcome;

wherein [[N]] an outside vendor[[s]] exists;

wherein the total market value of the take home currency provided to the players by the computer system is greater than or equal to the total market value of currency bet by the players of the entrance-exchange structure;

wherein the player may exchange the scrip with the outside vendor [[V<sub>i</sub>]] at the scrip-to-items exchange rate [[E<sup>S→I</sup><sub>i</sub>]] for at least one item provided by the outside vendor [[V<sub>i</sub> such that i is greater than or equal to 1]]; and

wherein the outside vendor [[V<sub>i</sub>]] may exchange the scrip for cash at the scrip-to-cash exchange rate E<sup>S→C</sup><sub>i</sub>, ~~such that i is selected from the group consisting of 1, 2, ..., and N.~~

94. (Currently amended) The entrance-exchange structure of claim 93, further comprising a plurality of outside vendors, and wherein two or more outside vendors of the N outside vendors do not provide a same or essentially similar item or items in exchange for the scrip.

95. (Currently amended) The entrance-exchange structure of claim 93, further comprising two or more outside vendors wherein the scrip-to-items exchange rate N is at least 2 and E<sup>S→I</sup><sub>i</sub> is independent of i such that E<sup>S→I</sup><sub>i</sub> is constant, for the two or more outside vendors [[i = 1, 2, ..., and N]].

96. (Currently amended) The entrance-exchange structure of claim 93, further comprising two or more outside vendors wherein the scrip-to-cash exchange rate N is at least 2 and E<sup>S→C</sup><sub>i</sub> is independent of i such that E<sup>S→C</sup><sub>i</sub> is constant, for the two or more outside vendors [[i = 1, 2, ..., and N]].

Art Unit: 3714

97. (Currently amended) The entrance-exchange structure of claim 93, wherein  $[\Phi_{P,i} > 0, \text{ and wherein } \Phi_{P,i} \text{ is}]$  a percent profit for the player in relation to the outside vendor is greater than zero  $[[V_i, \text{ for } i = 1, 2, \dots, \text{ and } N]]$ .

98. (Currently amended) The entrance-exchange structure of claim 93, wherein  $[\Phi_{H,i} > 0, \text{ and wherein } \Phi_{H,i} \text{ is}]$  a percent profit for the house in relation to the outside vendor is greater than zero  $[[V_i, \text{ for } i = 1, 2, \dots, \text{ and } N]]$ .

99. (Currently amended) The entrance-exchange structure of claim 93, wherein  $[\Phi_{V,i} > 0, \text{ and wherein } \Phi_{V,i} \text{ is}]$  a percent profit for the outside vendor is greater than zero  $[[V_i, \text{ for } i = 1, 2, \dots, \text{ and } N]]$ .

100. (Currently amended) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome is a positive sum game in relation to the outside vendor  $[[V_i \text{ for } i = 1, 2, \dots, \text{ and } N]]$ .

101. (Currently amended) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome is a positive participant game in relation to the outside vendor  $[[V_i \text{ for } i = 1, 2, \dots, \text{ and } N]]$ .

102. (Currently amended) The entrance-exchange structure of claim 93, wherein two and only two of the following profits  $[\Phi_{P,i}, \Phi_{V,i}, \text{ and } \Phi_{H,i}]$  are positive:  $[[\text{wherein } \Phi_{P,i} \text{ is}],$  a percent profit for the player in relation to the outside vendor;  $[[V_i, \text{ wherein } \Phi_{V,i} \text{ is}]]$  a percent profit for the outside vendor; and  $[[V_i, \text{ and wherein } \Phi_{H,i} \text{ is}]]$  a percent profit for the house in relation to the outside vendor  $[[V_i, \text{ for } i = 1, 2, \dots, \text{ and } N]]$ .

103. (Original) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome is a positive sum game in relation to each vendor of the at least one vendor.

104. (Original) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome is a positive sum game in relation to a first vendor of the at least one vendor.

105. (Previously Presented) The entrance-exchange structure of claim 93, wherein the house is adapted to guarantee the takehome of the player so that the player cannot lose more than P percent of the player's initial betting capital, wherein P is in a range of  $0 \leq P < 100$  by allowing conversion of scrip to cash equivalent to P percent of the player's initial betting capital wherein the takehome is the actual amount of the currency received from the game of uncertain outcome owed to the player from entering the game of uncertain outcome.

106. (Original) The entrance-exchange structure of claim 105, wherein P does not exceed 50.

107. (Previously Presented) The entrance-exchange structure of claim 93, wherein the house is adapted to guarantee that the takehome from the player's initial betting capital must increase by at least Q percent, and wherein  $Q > 0$ , wherein the value of scrip is adjustable by the house to provide the increase by at least Q percent to the takehome.

108. (Currently amended) The entrance-exchange structure of claim 107, wherein if the at least one vendor includes a house vendor then the house implements guaranteeing the Q percent by adjustment of a scrip-to-items exchange ratio  $[[E^{S \rightarrow I}_0]]$ .

109. (Original) The entrance-exchange structure of claim 93, wherein the house is adapted to guarantee that the game of uncertain outcome is a positive sum game.

110. (Original) The entrance-exchange structure of claim 93, wherein the house is adapted to guarantee that the game of uncertain outcome is a positive participant game.

111. (Currently amended) The entrance-exchange structure of claim 93, wherein if the

Art Unit: 3714

at least one vendor includes the [[N]] outside vendor[[s]] then the house is adapted to guarantee that two and only two of the following profits [[ $\Phi_{P,i}$ ,  $\Phi_{V,i}$ , and  $\Phi_{H,i}$ ]] are positive:[[, wherein  $\Phi_{P,i}$  is ]]a percent profit for the player in relation to the outside vendor; [[ $V_i$ , wherein  $\Phi_{V,i}$  is]] a percent profit for the outside vendor; and [[ $V_i$ , and wherein  $\Phi_{H,i}$  is]] a percent profit for the house in relation to the outside vendor [[ $V_i$ , for  $i = 1, 2, \dots, \text{and } N$ ]].

112. (Original) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome is adapted for sequential betting by the player when the game of uncertain outcome is played by the player, wherein the takehome to the player from the house is adapted to provide the player with an expected takehome of C dollars of cash and S units of scrip for each dollar bet such that  $0 \leq C < 1$  and  $S > 0$ .

113. (Currently amended) The entrance-exchange structure of claim 112, wherein S divided by C is constant.

114. (Original) The entrance-exchange structure of claim 93, wherein the betting by the player comprises betting by cash, cash equivalent, bettable scrip, or a combination of thereof.

115. (Original) The entrance-exchange structure of claim 93, wherein the betting by the player comprises betting by bettable scrip.

116. (Original) The entrance-exchange structure of claim 115, wherein the bettable scrip is conditionally bettable.

117. (Canceled)

118. (Canceled)

Art Unit: 3714

119. (Previously presented) The entrance-exchange structure of claim 93, wherein the data communication medium is a communication medium selected from the group consisting of an Internet, an Intranet, a cable television network, a telephone network, a wide area network, a satellite network, and a short wave radio network.

120. (Original) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome comprises a casino game.

121. (Original) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome includes an event selected from the group consisting of a lottery and a sporting event.

122. (Original) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome comprises a game of chance.

123. (Original) The entrance-exchange structure of claim 93, wherein the game of uncertain outcome comprises a game of skill.

124. (Currently Amended) A computer-implemented method of executing an entrance-exchange structure, comprising:

providing at least one player's initial betting capital;

providing a computer casino house;

providing a scrip redeemable at a vendor;

dealing with a scrip-to-items exchange rate  $[E^{S \rightarrow I}_i]$  and dealing with a scrip-to-cash exchange rate  $E^{S \rightarrow C}$ , such that  $i$  is selected from the group consisting of 1, 2, ..., and  $N$ :

~~wherein  $N$  is at least 1;~~

wherein a game of uncertain outcome is adapted to be played by the at least one player interacting with the computer casino over a data communication medium directly connected to the computer casino, wherein the computer casino is adapted to manage

the game of uncertain outcome;

wherein the computer casino is adapted to pay the player a takehome in a currency for a win of the game of uncertain outcome by the player based on betting by the player of the at least one player's initial betting capital, wherein the takehome is the actual amount of the currency received from the game of uncertain outcome owed to the player from entering the game of uncertain outcome;

wherein the currency comprises cash plus scrip, wherein the scrip is a virtual currency that is redeemable at the vendor;

wherein the computer casino only pays the player the scrip each time the player wins the game of uncertain outcome;

wherein  $[[N]]$  an outside vendor $[[s]]$  exists;

wherein the total market value of the take home currency provided to the players by the house is greater than or equal to the total market value of currency bet by the players of the entrance-exchange structure;

wherein dealing with the scrip-to-items exchange rate  $[[E^{S \rightarrow I_i}]]$  comprises permitting, by outside vendor  $[[V_i]]$ , the player to exchange the scrip with the outside vendor  $[[V_i]]$  at the scrip-to-items exchange rate  $[[E^{S \rightarrow I_i}]]$  for at least one item provided by the outside vendor  $[[V_i]]$  such that  $i$  is greater than or equal to 1]; and

wherein dealing with the scrip-to-cash exchange rate  $[E^{S \rightarrow C_i}]$  comprises exchanging scrip from the outside vendor  $[[V_i]]$  for cash at the scrip-to-cash exchange rate  $E^{S \rightarrow C_i}$ ; such that  $i$  is selected from the group consisting of 1, 2, ..., and  $N$ .

125. (Currently amended) The method of claim 124, further comprising a plurality of outside vendors, wherein two or more outside vendors of the  $N$  outside vendors do not provide a same or essentially similar item or items in exchange for the scrip.

126. (Currently amended) The method of claim 124, further comprising two or more outside vendors wherein the scrip-to-items exchange rate  $N$  is at least 2 and  $E^{S \rightarrow I_i}$  is independent of  $i$  such that  $E^{S \rightarrow I_i}$  is constant, for the two or more outside vendors  $[[i = 1, 2, \dots, \text{and } N]]$ .

127. (Currently amended) The method of claim 124, further comprising two or more outside vendors wherein the scrip-to-cash exchange rate N is at least 2 and  $E^{S \rightarrow C}_i$  is independent of i such that  $E^{S \rightarrow C}_i$  is constant, for the two or more outside vendors [[i = 1, 2, ..., and N]].

128. (Currently amended) The method of claim 124, wherein [[ $\Phi_{P,i} > 0$ , and wherein  $\Phi_{P,i}$  is]] a percent profit for the player in relation to the outside vendor is greater than zero [[ $V_i$ , for i = 1, 2, ..., and N]].

129. (Currently amended) The method of claim 124, wherein [[ $\Phi_{H,i} > 0$ , and wherein  $\Phi_{H,i}$  is]] a percent profit for the house in relation to the outside vendor is greater than zero [[ $V_i$ , for i = 1, 2, ..., and N]].

130. (Currently amended) The method of claim 124, wherein [[ $\Phi_{V,i} > 0$ , and wherein  $\Phi_{V,i}$  is]] a percent profit for the outside vendor is greater than zero [[ $V_i$ , for i = 1, 2, ..., and N]].

131. (Currently amended) The method of claim 124, wherein the game of uncertain outcome is a positive sum game in relation to the outside vendor [[ $V_i$  for i = 1, 2, ..., and N]].

132. (Currently amended) The method of claim 124, wherein the game of uncertain outcome is a positive participant game in relation to the outside vendor [[ $V_i$  for i = 1, 2, ..., and N]].

133. (Currently amended) The method of claim 124, wherein two and only two of the following profits [[ $\Phi_{P,i}$ ,  $\Phi_{V,i}$ , and  $\Phi_{H,i}$ ]] are positive: [[, wherein  $\Phi_{P,i}$  is]] a percent profit for the player in relation to the outside vendor; [[ $V_i$ , wherein  $\Phi_{V,i}$  is]] a percent profit for the outside vendor; and [[ $V_i$ , and wherein  $\Phi_{H,i}$  is]] a percent profit for the house in relation to

the outside vendor  $[V_i, \text{ for } i = 1, 2, \dots, \text{ and } N]$ .

134. (Original) The method of claim 124, wherein the game of uncertain outcome is a positive sum game in relation to each vendor of the at least one vendor.

135. (Original) The method of claim 124, wherein the game of uncertain outcome is a positive sum game in relation to a first vendor of the at least one vendor.

136. (Previously Presented) The method of claim 124, wherein the house is adapted to guarantee that the takehome of player cannot lose more than P percent of the player's initial betting capital, wherein P is in a range of  $0 \leq P < 100$  by allowing conversion of scrip to cash equivalent to P percent of the player's initial betting capital, wherein the takehome is the actual amount of the currency received from the game of uncertain outcome owed to the player from entering the game of uncertain outcome.

137. (Original) The method of claim 136, wherein P does not exceed 50.

138. (Previously Presented) The method of claim 124, wherein the house is adapted to guarantee that the takehome of the player's initial betting capital must increase by at least Q percent, and wherein  $Q > 0$ , wherein the value of scrip is adjustable by the house to provide the increase by at least Q percent.

139. (Currently amended) The method of claim 138, wherein if the at least one vendor includes a house vendor then the house implements guaranteeing the Q percent by adjustment of a scrip-to-items exchange ratio  $[[E^{S \rightarrow I}_0]]$ .

140. (Original) The method of claim 124, wherein the house is adapted to guarantee that the game of uncertain outcome is a positive sum game.

141. (Original) The method of claim 124, wherein the house is adapted to guarantee

that the game of uncertain outcome is a positive participant game.

142. (Currently amended) The method of claim 124, wherein if the at least one vendor includes the [[N]] outside vendor[[s]] then the house is adapted to guarantee that two and only two of the following profits  $\Phi_{P,i}$ ,  $\Phi_{V,i}$ , and  $\Phi_{H,i}$  are positive; wherein  $\Phi_{P,i}$  is a percent profit for the player in relation to the outside vendor; [[ $V_i$ , wherein  $\Phi_{V,i}$  is]] a percent profit for the outside vendor; and  $V_i$ , and wherein  $\Phi_{H,i}$  is a percent profit for the house in relation to the outside vendor  $V_i$ , for  $i = 1, 2, \dots, \text{and } N$ .

143. (Original) The method of claim 124, wherein the game of uncertain outcome is adapted for sequential betting by the player when the game of uncertain outcome is played by the player, wherein the takehome to the player from the house is adapted to provide the player with an expected takehome of C dollars of cash and S units of scrip for each dollar bet such that  $0 \leq C < 1$  and  $S > 0$ .

144. (Original) The method of claim 143, wherein  $S/C$  is constant.

145. (Original) The method of claim 124, wherein the betting by the player comprises betting by cash, cash equivalent, bettable scrip, or a combination of thereof.

146. (Original) The method of claim 124, wherein the betting by the player comprises betting by bettable scrip.

147. (Original) The method of claim 146, wherein the bettable scrip is conditionally bettable.

148. (Canceled)

149. (Canceled)

150. (Previously presented) The method of claim 124, wherein the data communication medium is a communication medium selected from the group consisting of an Internet, an Intranet, a cable television network, a telephone network, a wide area network, a satellite network, and a short wave radio network.

151. (Original) The method of claim 124, wherein the game of uncertain outcome comprises a casino game.

152. (Original) The method of claim 124, wherein the game of uncertain outcome includes an event selected from the group consisting of a lottery and a sporting event.

153. (Original) The method of claim 124, wherein the game of uncertain outcome comprises a game of chance.

154. (Original) The method of claim 124, wherein the game of uncertain outcome comprises a game of skill.

155. (Previously presented) An entrance-exchange structure, comprising:  
at least one participant's initial betting capital;  
a house, wherein the house comprises a computer casino;  
scrip, wherein the scrip comprises a virtual currency that is redeemable at a vendor; and  
an activity of uncertain outcome, managed by the computer casino and adapted for the at least one participant, wherein the at least one participant interacts with the computer casino over a data communication medium directly connected to the computer casino, wherein the computer casino is adapted to pay a participant of the at least one participant a takehome in a currency for at least one potential outcome of the activity of uncertain outcome, based on entrance by the participant in relation to the activity, and wherein the currency is selected from the group consisting of cash plus scrip and scrip, further wherein the takehome is the actual amount of the currency

received from the game of uncertain outcome owed to the player from entering the game of uncertain outcome, wherein the computer casino only pays the at least one participant each time the at least one participant wins the game of uncertain outcome, and wherein the total market value of the take home currency provided to the players by the computer casino is greater than or equal to the total market value of the currency bet by the players of the entrance-exchange structure.

156. (Original) The entrance-exchange structure of claim 155, wherein the activity comprises a game.

157. (Original) The entrance-exchange structure of claim 156, wherein the participant comprises a player.

158. (Original) The entrance-exchange structure of claim 156, wherein the entrance comprises a placing of a bet.

159. (Original) The entrance-exchange structure of claim 156, wherein the entrance comprises a payment of a fee.

160. (Original) The entrance-exchange structure of claim 156, where the at least one potential outcome comprises a win of the game.

161. (Original) The entrance-exchange structure of claim 156, wherein the game comprises a game of chance.

162. (Original) The entrance-exchange structure of claim 156, wherein the game comprises a game of skill.

163. (Original) The entrance-exchange structure of claim 155, wherein the entrance comprises an action.

164. (Original) The entrance-exchange structure of claim 163, wherein the action satisfies one or more criteria.

***Conclusion***

Any inquiry concerning this communication or earlier communications from the examiner should be directed to FRANK M. LEIVA whose telephone number is (571)272-2460. The examiner can normally be reached on 11:00AM - 4:00PM.

If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Peter D. Vo can be reached on 5712724690. The fax phone number for the organization where this application or proceeding is assigned is 571-273-8300.

Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free). If you would like assistance from a USPTO Customer Service Representative or access to the automated information system, call 800-786-9199 (IN USA OR CANADA) or 571-272-1000.

/F. M. L. /

Examiner, Art Unit 3714  
09/29/2010.

/Peter DungBa Vo/  
Supervisory Patent Examiner, Art Unit 3714